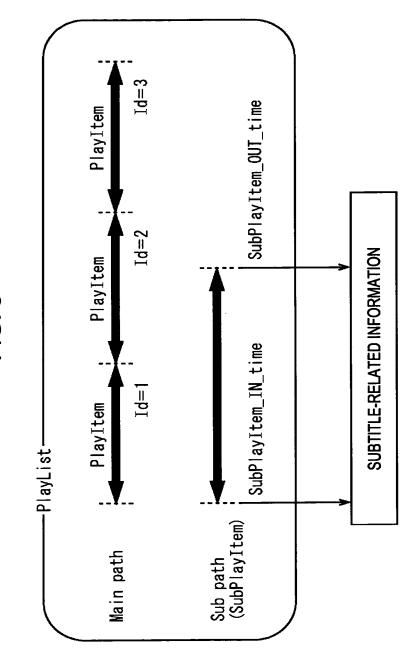
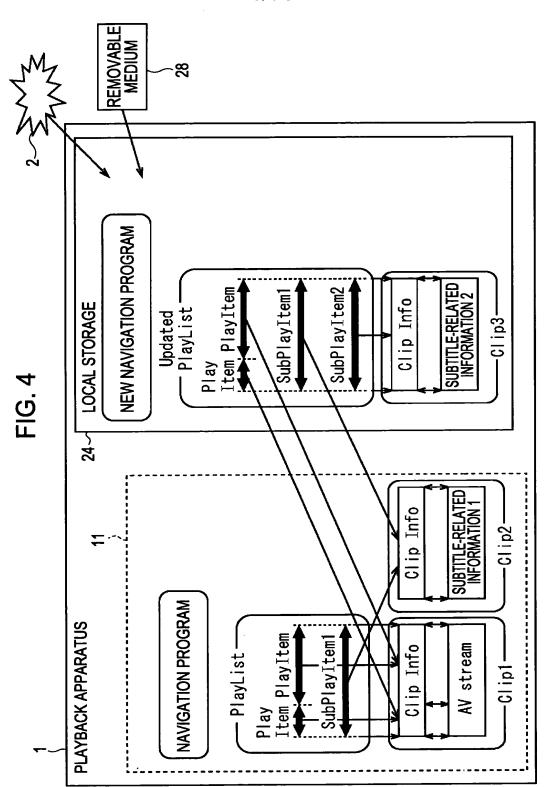


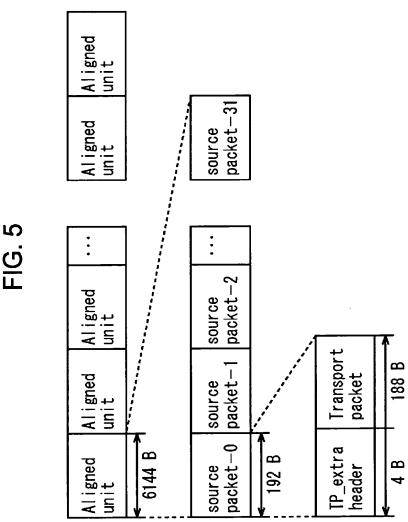
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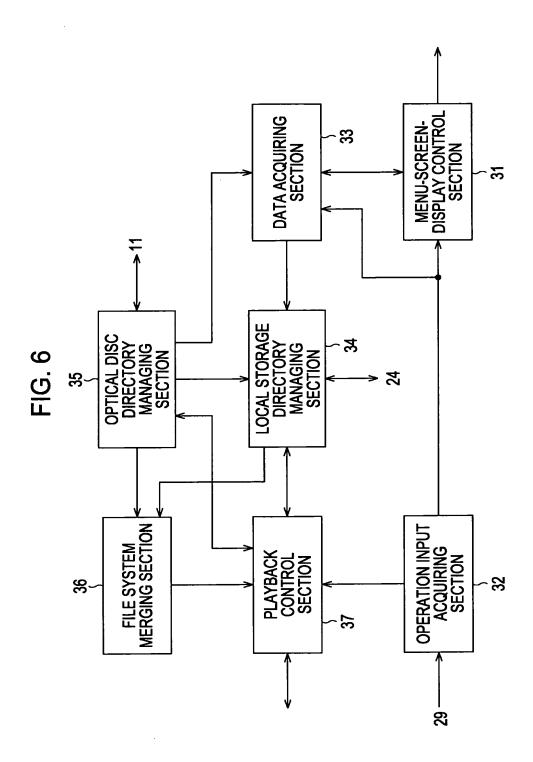


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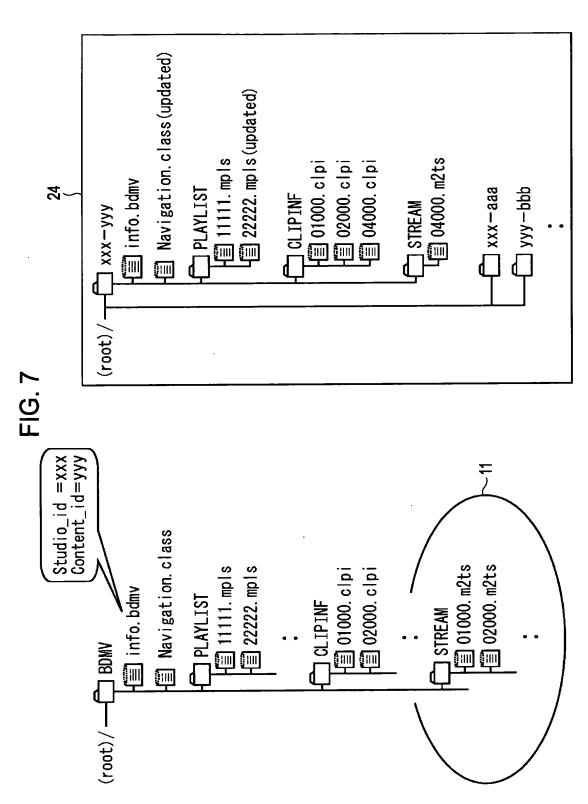
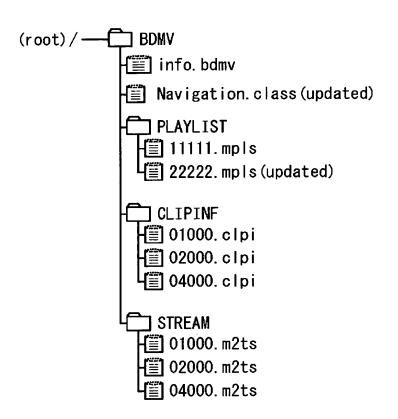
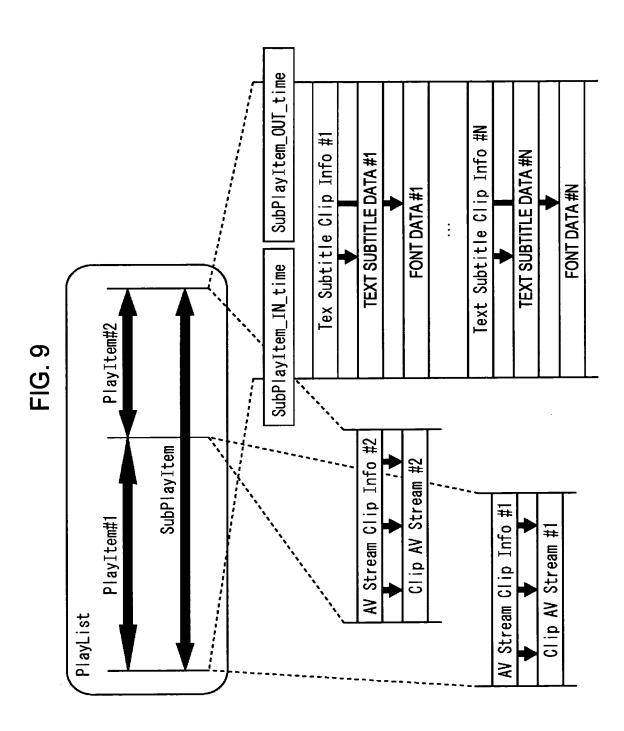


FIG. 8



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BIT STRING REPRESENTATION uimsbf uimsbf uimsbf uimsbf NUMBER OF BITS  $\infty$ for (i=0: i<number\_of\_TextSubtitle: i++)</pre> DATA STRUCTURE number\_of\_TextSubtitle TextSubtitleArchive () text\_subtile\_file PlayList\_file font\_file

10 T

FIG. 11

DATA STRUCTURE	NUMBER OF BITS	BIT STRING REPRESENTATION
SubPlayItem () {		
Ref_to_STC_id	8	uimsbf
SubPlayItem_IN_time	32	uimsbf
SubPlayItem_OUT_time	32	uimsbf
number_of_ClipTextSubtitle	8	uimsbf
<pre>for (i=0: i<number_of_cliptextsubtitle: i++)="" pre="" {<=""></number_of_cliptextsubtitle:></pre>		
language_id	8	uimsbf
character_code_id	8	uimsbf
font_format_id	8	uimsbf
font_file_path_length	16	uimsbf
font_file_path	X	uimsbf
subtitle_file_path_length	16	uimsbf
subtitle_file_path	Y	uimsbf
comment_length	16	uimsbf
comment	7	uimsbf
1		
}		

BIT STRING REPRESENTATION uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf NUMBER OF BITS 9 32 33 33 32 ×  $\infty$ for (i=0; i<subtitle\_data\_count; i++) DATA STRUCTURE subtitle\_data\_length subtitle\_data subtitle\_count subtitle\_file()  $start_PTS$ markup\_type end\_PTS version

**=1G**. 12

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FIG. 13

REPRESENTATION	NAME
TAB	TAB

# FIG. 14

REPRESENTATION	NAME
CR	Carriage Return
LF	Line Feed
CR + LF	Carriage Retum+Line Feed
NEL	New Line
VT	Vertical Tabulation
FF	Form Feed
LS	Line Separator
PS	Paragraph Separator

# FIG. 15

MARKUP FORMAT IDENTIFIER	MEANING	
0x00	TLV ENCODING FORMAT	
0x01	TAGGED LANGUAGE	

BIT STRING REPRESENTATION Uimsbf Uimsbf uimsbf uimsbf Uimsbf NUMBER OF BITS 16 ထ  $\infty$ ω <u>‡</u> for (int i=0; i< attribute\_data\_length; DATA STRUCTURE attribute\_value\_length attribute\_value attribute\_type escape\_code subtitle\_data() for (::) char\_data

<u>:1G. 16</u>

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FIG. 17

VALUE	MEANING
0x1B	ESCAPE

# FIG. 18

attribute_type	MEANING
0x01	CLUT SETTING
0x02	SPECIFICATION OF REGION ORIGIN
0x03	SPECIFICATION OF LINE SPACE
0x04	SPECIFICATION OF RENDERING DIRECTION
0x05	SPECIFICATION OF FONT COLOR
0x06	SPECIFICATION OF BACKGROUND COLOR
0x07	SPECIFICATION OF FONT STYLE
0x08	SPECIFICATION OF FONT SIZE
0x09	SPECIFICATION OF ROTATIONAL ANGLE
0x0A	START POSITION OF BOOKMARK
0x0B	END POSITION OF BOOKMARK
0x0C	SPECIFICATION OF REPETITION OF CHARACTER OBJECT SEQUENCE PROVIDED WITH BOOKMARK

BIT STRING REPRESENTATION uimsbf uimsbf uimsbf uimsbf uimsbf NUMBER OF BITS  $\infty$  $\infty$  $\infty$  $\infty$  $\infty$ DATA STRUCTURE <u>+</u> size; i <CLUT <u>..</u> CLUT\_size 11 ප ರ for

IG. 19

FIG. 20

DATA STRUCTURE	NUMBER OF BITS	BIT STRING REPRESENTATION
origin_of_region() {		
x_coordinate	16	uimsbf
y_coordinate	16	uimsbf

FIG. 21

VALUE	MEANING
0x00	LEFT TO RIGHT
0x01	RIGHT TO LEFT
0x02	UP TO DOWN

FIG. 22

VALUE	MEANING
0x00	STANDARD
0x01	BOLD
0x02	ITALIC

FIG. 23

DATA STRUCTURE	NUMBER OF BITS	BIT STRING REPRESENTATION
start_of_bookmark() {	·	
bookmark_id	8	uimsbf
start_of_bookmark_indicator	8	uimsbf

BIT STRING REPRESENTATION uimsbf uimsbf NUMBER OF BITS  $\infty$  $\infty$ DATA STRUCTURE end\_of\_bookmark\_indicator end\_of\_bookmark() bookmark\_id

ilg 24

FIG. 25

DATA STRUCTURE	NUMBER OF BITS	BIT STRING REPRESENTATION
repeat_of_bookmark() {		
bookmark_id	8	uimsbf
count	8	uimsbf
{		

FIG. 26

DATA STRUCTURE	NUMBER OF BITS	NUMBER BIT STRING OF BITS REPRESENTATION
subtitle_data() {		
for (;;) [		
TaggedAttr	X	uimsbf
char_data	Y	uimsbf

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#### FIG. 27

```
TaggedAttr ::= '<' Name (S Attribute)* S? '>'
Name ::= (Letter | '_' | ':') (NameChar)*
NameChar ::= Letter | Digit | '.' | '-' | ':'
S ::= (#x20 | #x9 | #xD | #xA)+ ; space
Letter ::= #x41-5A / #x61-7A ; A-Z / a-z
Digit ::= #x30-39 ; 0-9
```

#### FIG. 28

```
<CLUT size= y= cb= cr= t= >
    <region x= y=>
    linespace d=>
        <textflow d=>
        <fontcolor c=>
        <backgroundcolor c=>
        <fontstyle s=>
        <fontsize s=>
        <mark id=>
        <repeat id= c=>
```

FIG. 29

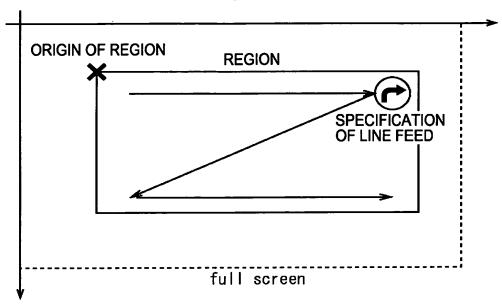


FIG. 30

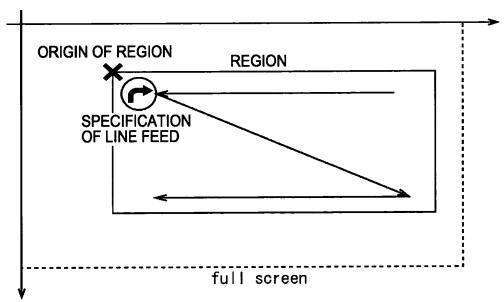


FIG. 31

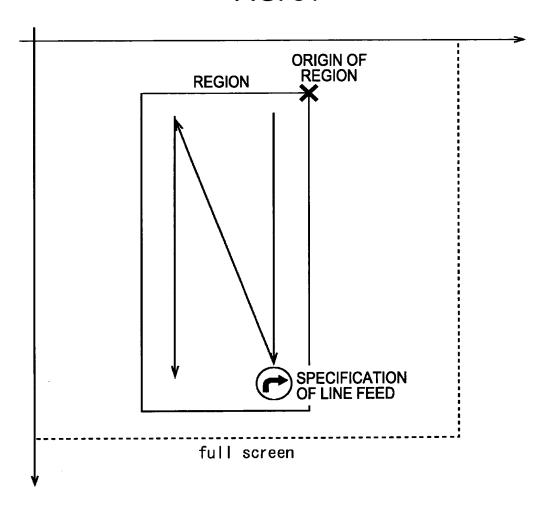
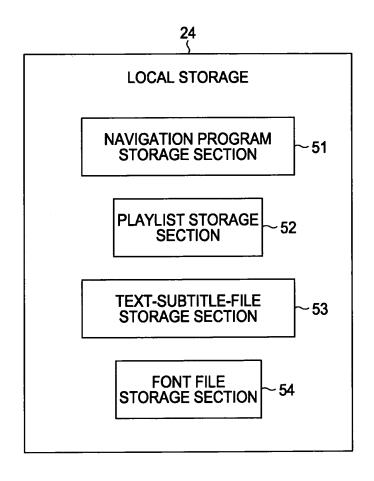
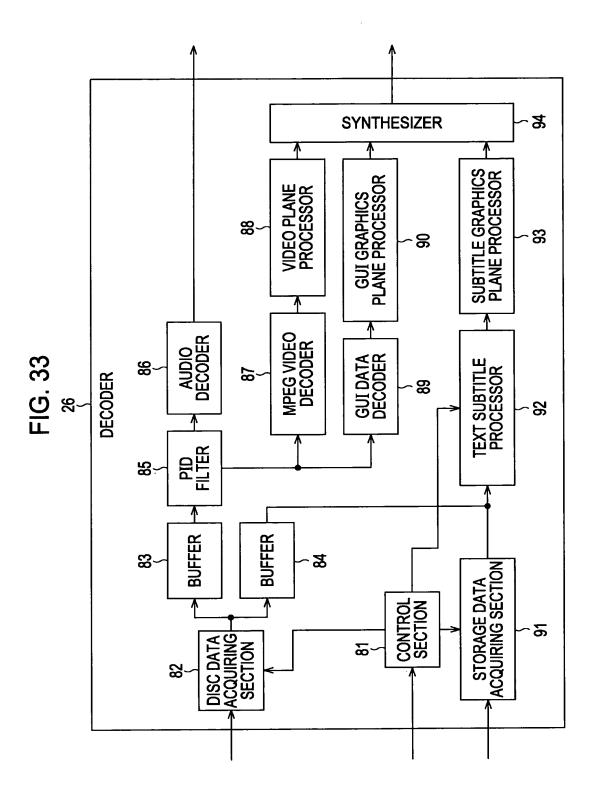


FIG. 32



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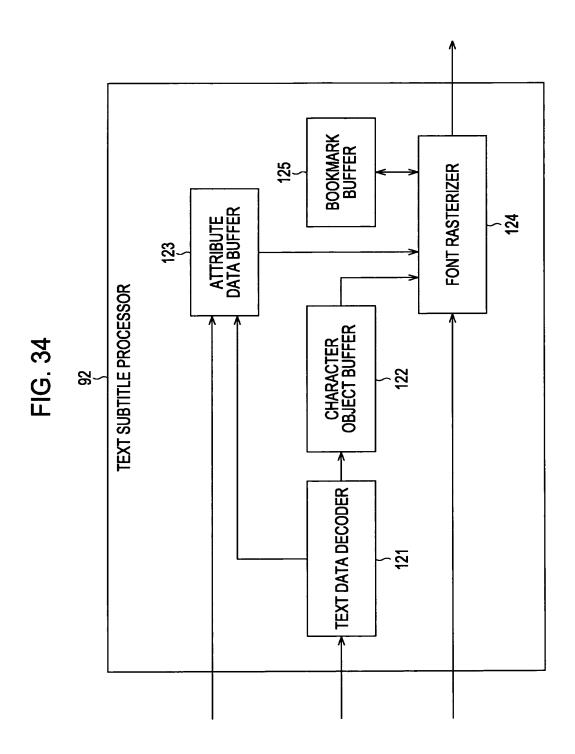


FIG. 35

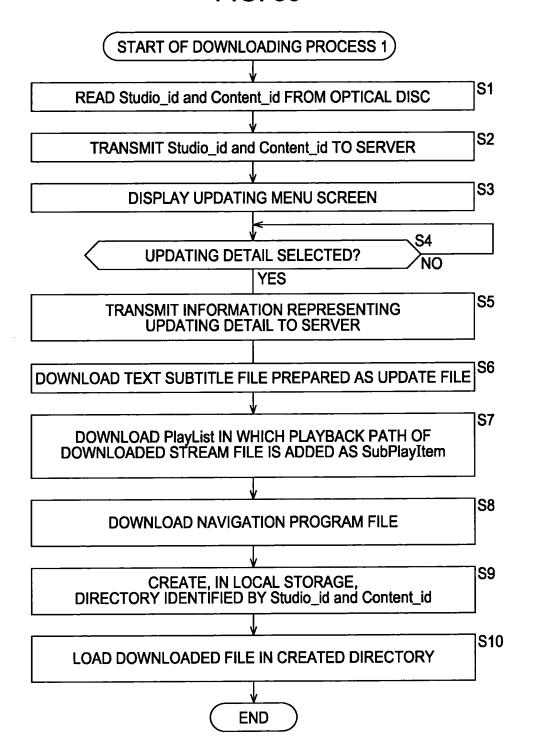


FIG. 36

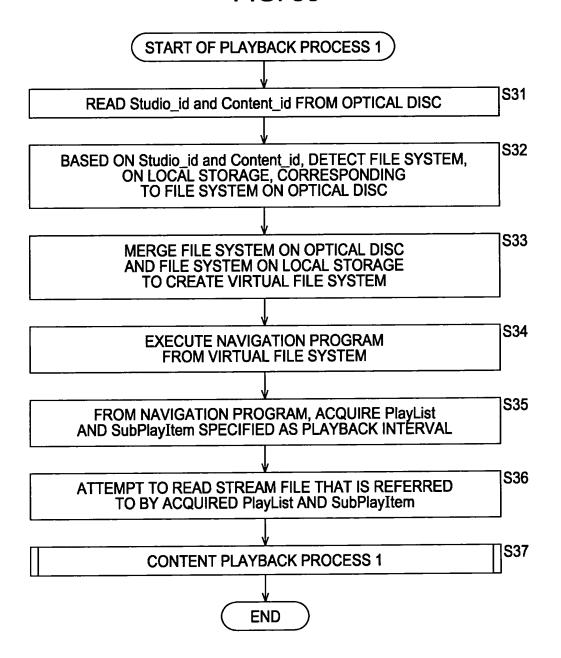


FIG. 37

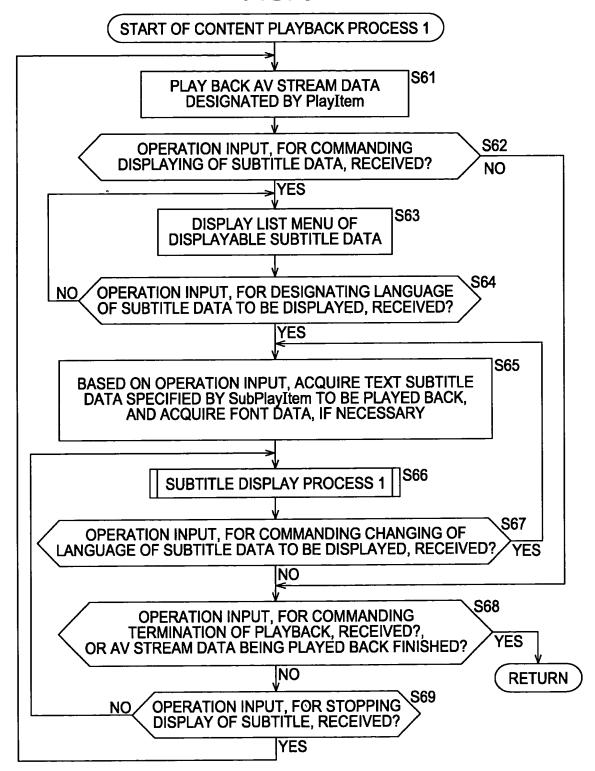


FIG. 38

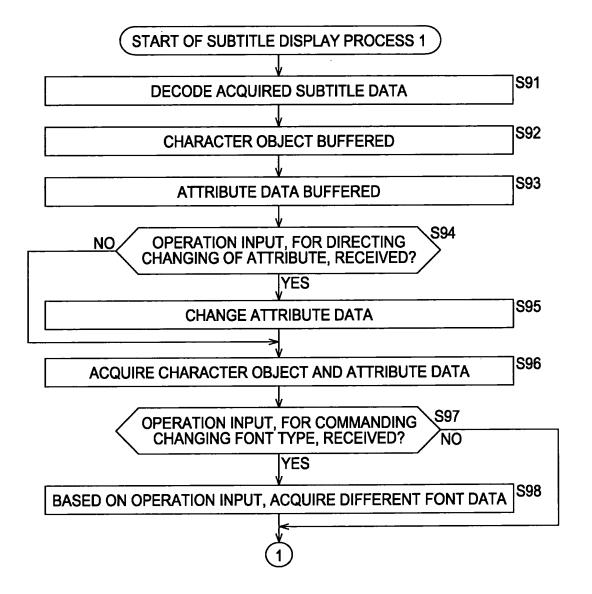
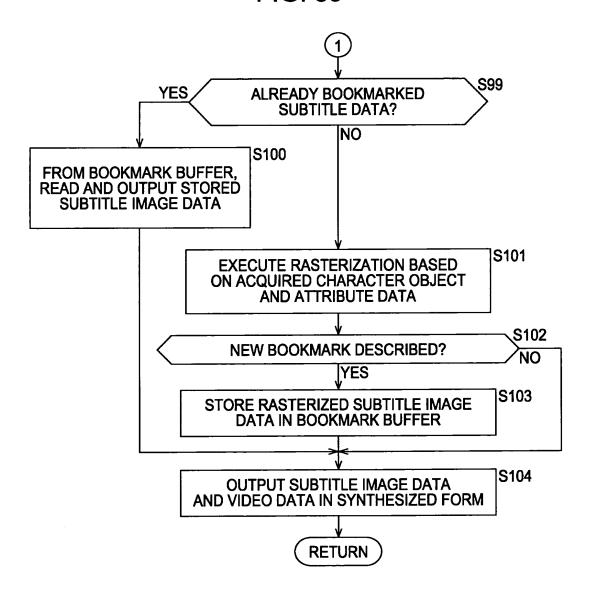
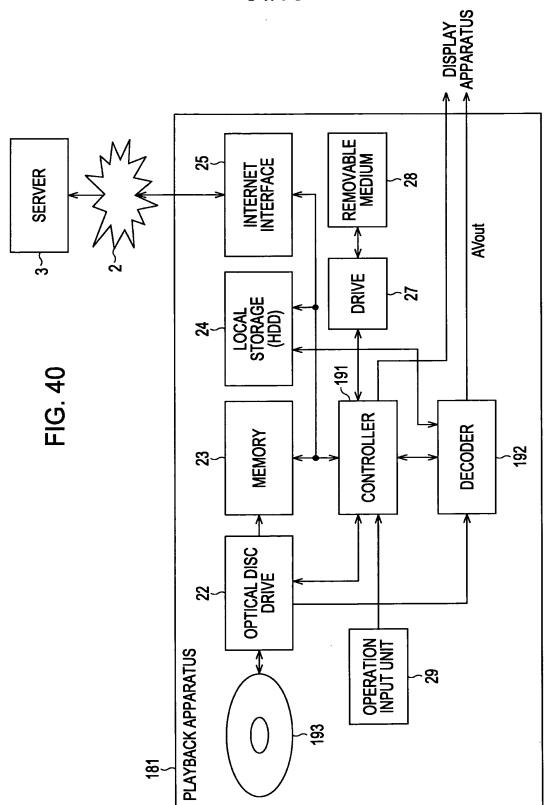


FIG. 39







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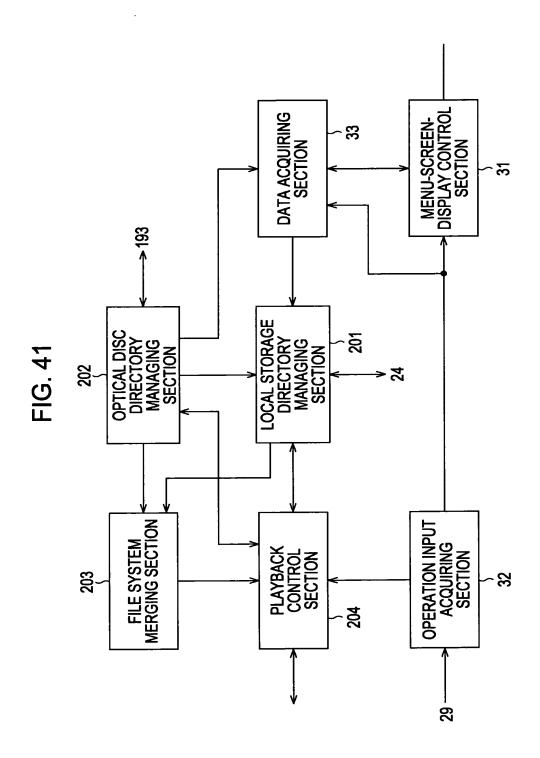


FIG. 42

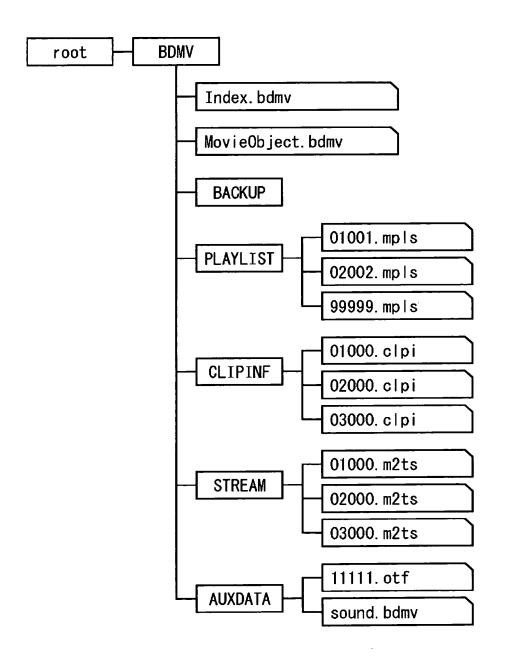


FIG. 43

FILE TYPE	
PlayList FILE	ESSENTIAL
ClipInformation FILE	ESSENTIAL
TEXT SUBTITLE STREAM FILE	ESSENTIAL
FONT FILE	ESSENTIAL

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# FIG. 44

DATA STRUCTURE	NUMBER OF BITS	BIT STRING REPRESENTATION
TextSubtitleArchive() [		
compression_type	8	uimsbf
for_type	8	uimsbf
encription(){		
PlayList_file_name	8*5	bslbf
PlayList_file_size	32	uimsbf
for(j=0; j <playlist_file_size; j++){<="" td=""><td></td><td></td></playlist_file_size;>		
PlayList_file	8	bslbf
}		
number_of_Files	16	uimsbf
for(i=0; i <number_of_files; i++)[<="" td=""><td></td><td></td></number_of_files;>		
TextSubtitle_MetaData() {		
author_id	88	uimsbf
title_id	8	uimsbf
disc_id	8	uimsbf
version	8	uimsbf
operation_type	8	uimsbf
display_name	8*128	bslbf
permission	8	uimsbf
}		
clip_information_file_name	8*5	bslbf
clip_information_file_size	32	uimsbf
for(j=0; j <playlist_file_size; j++)[<="" td=""><td></td><td></td></playlist_file_size;>		
clip_information_file	8	bsibf
}		
text_subtitle_file_name	8*5	bslbf
text_subtitle_file_size	32	uimsbf
for(j=0; j <playlist_file_size; j++)[<="" td=""><td></td><td></td></playlist_file_size;>		
text_subtitle_file	8	bslbf
}		
font_file_name	8*5	bslbf
font_file_size	32	uimsbf
for(j=0; j <font_file_size; j++){<="" td=""><td></td><td></td></font_file_size;>		
font_file	8	Bslbf
}		
} ·		
}		
}		

	Clip_Information_file_name	
	Clip_codec_Identifier	
	is_multi_Clip_entries	
SubPath_type	 ref_to_STC_id	
is_repeat_SubPath	 SubPlayItem_IN_time	
number_of_SubPlayItems	 SubPlayItem_OUT_time	
SubPlayItem(1)	 sync_PlayItem_id	
SubPlayItem(2)	 sync_start_PTS_of_PlayItem	
•	number_of_Clip_entries	
SubPlayItem(i)	Subclip_entry(1)	Clip_Information_file_name
•	 Subclip_entry(2)	Clip_codec_Identifier
SubPlayItem(n)		ref_to_STC_id
	•	
	Subclip_entry(m)	

**-1**G. 45

FIG. 46

VALUE	MEANING
0x01	REPLACE PlayList FILE
0x02	EXTRACT AND ADD SubPath ELEMENT
0x03	EXTRACT AND ADD SubPlayItem ELEMENT
0x04	EXTRACT AND ADD Subclip_entry ELEMENT

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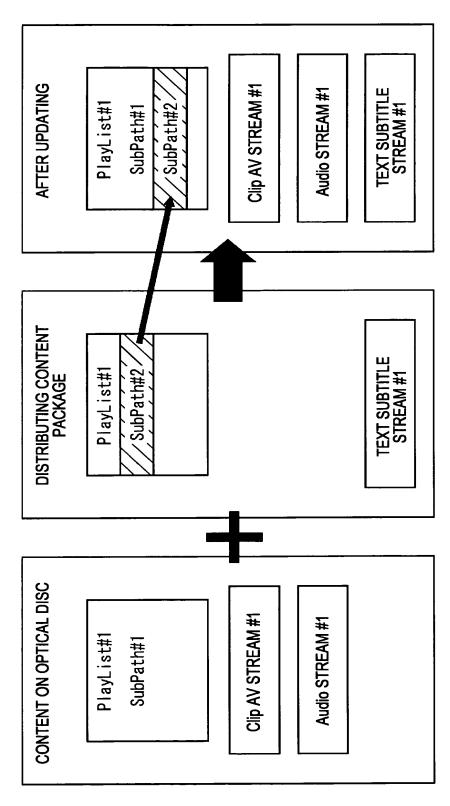
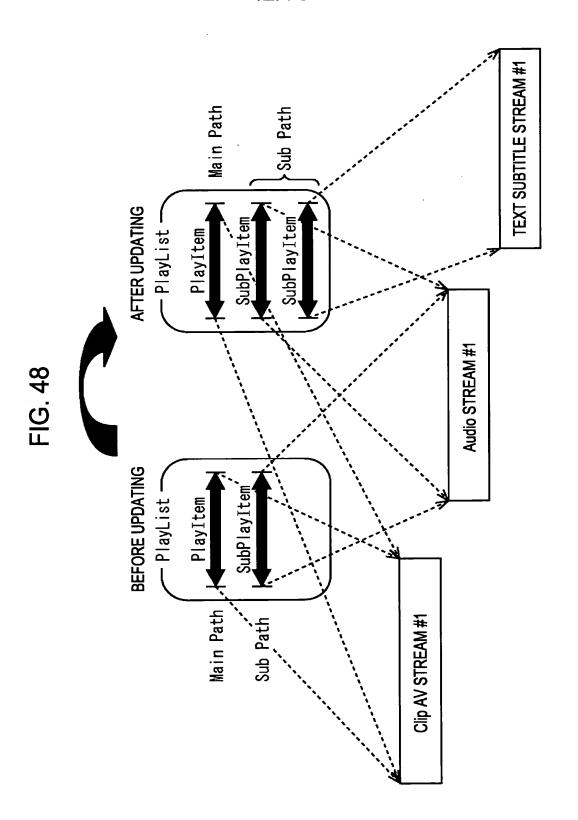
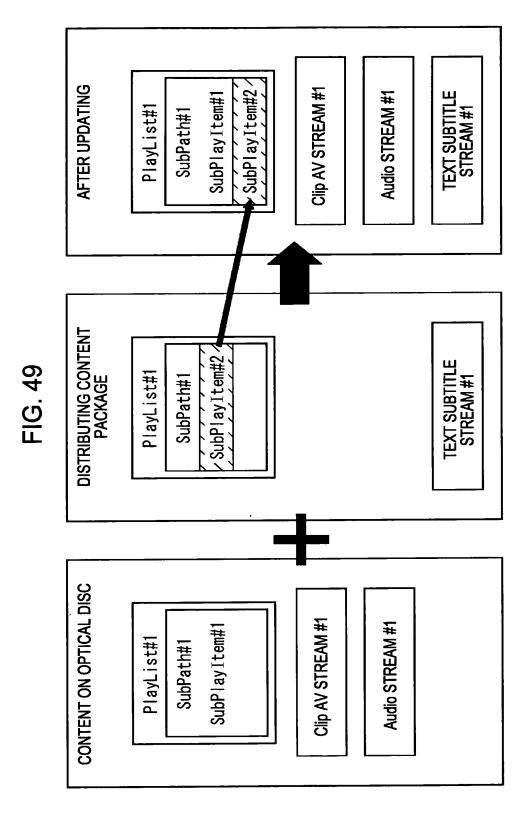
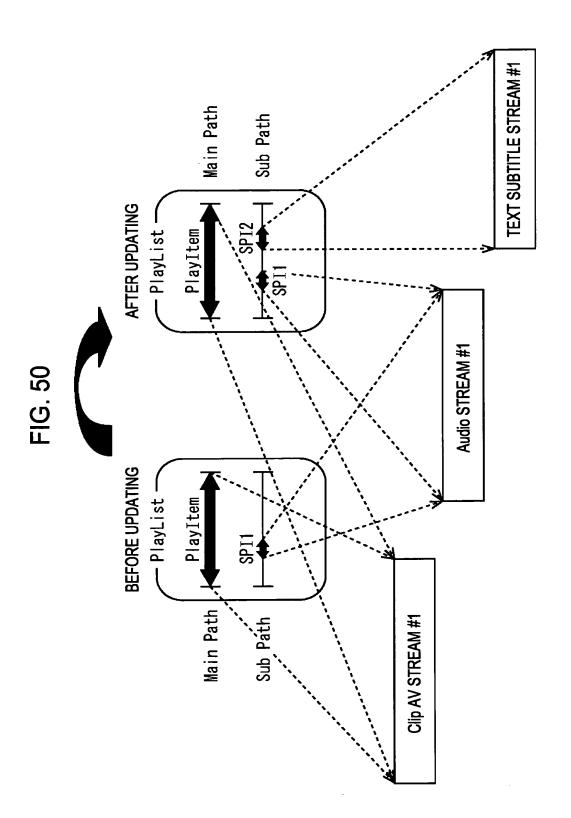


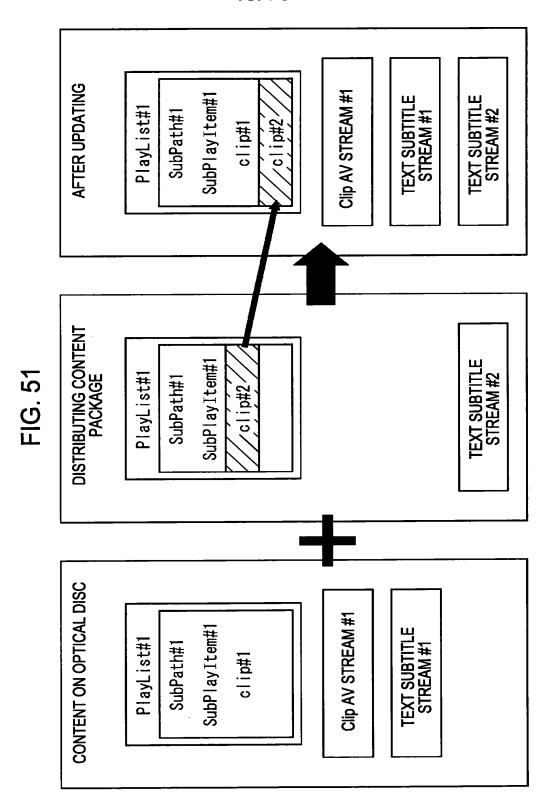
FIG. 47







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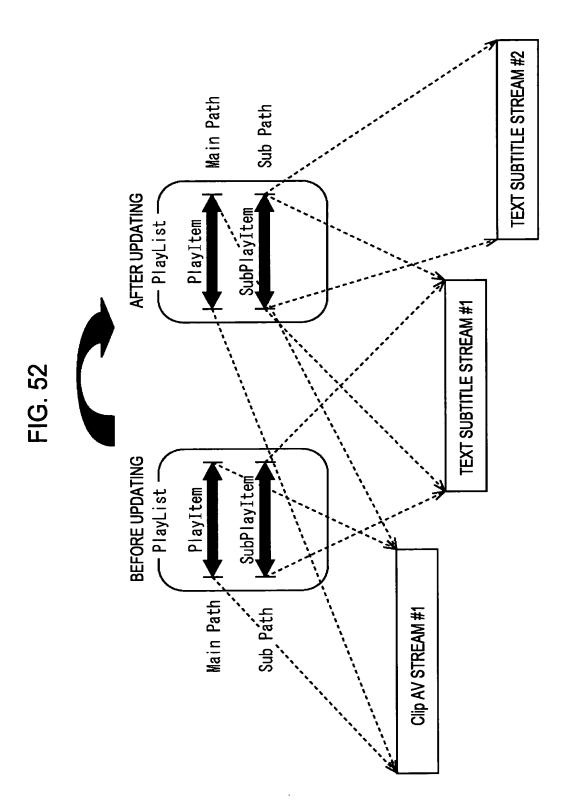


FIG. 53

VALUE	MEANING
0x00	INVISIBLE ATTRIBUTE (FOR USER)
0x01	VISIBLE ATTRIBUTE (FOR USER)
0x02	OVERWRITING INHIBITION ATTRIBUTE

BIT STRING REPRESENTATION uimsbf uimsbf uimsbf uimsbf uimsbf bslbf bslbf bslbf NUMBER OF BITS 33 33 32 32  $\infty$  $\infty$ **±** for (i=0; i<subtitle\_data\_count: i++)</pre> (j=0: j<subtitle\_data\_length: DATA STRUCTURE subtitle\_data\_length subtitle\_data subtitle\_count subtitle\_file() start\_PTS markup\_type reserved reserved end\_PTS for

FIG. 54

FIG. 55

DATA STRUCTURE	NUMBER OF BITS	BIT STRING REPRESENTATION
<pre>subtitle_data() {</pre>		
<pre>while(processing_bytes<subtitle_data_length) pre="" {<=""></subtitle_data_length)></pre>		
escape_code	8	uimsbf
data_type	8	uimsbf
data_value_length	16	uimsbf
for(i=0; i <attribute_data_length; i++){<="" td=""><td></td><td></td></attribute_data_length;>		
data_value	8	bslbf
{		
{		

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# FIG. 56

data_type	MEANING
0x01	SUBTITLE CHARACTER STRING
0x02	CLUT SETTING
0x03	SPECIFICATION OF REGION ORIGIN
0x04	SPECIFICATION OF LINE SPACE
0x05	SPECIFICATION OF RENDERING DIRECTION
0x06	SPECIFICATION OF FONT COLOR
0x07	SPECIFICATION OF BACKGROUND COLOR
0x08	SPECIFICATION OF FONT STYLE
0x09	SPECIFICATION OF FONT SIZE
0x0A	SPECIFICATION OF ROTATIONAL ANGLE
0x0B	START POSITION OF BOOKMARK
0x0C	END POSITION OF BOOKMARK
0x0D	SPECIFICATION OF REPETITION OF CHARACTER OBJECT SEQUENCE PROVIDED WITH BOOKMARK

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### FIG. 57

```
<CLUT size= y= cb= cr= t= >
\langle region x= y= \rangle
<!inespace d=>
<textflow d=>
<fontcolor c=>
</fontcolor>
<backgroundcolor c=>
<fontstyle s=>
</fontstyle>
<fontsize s=>
</fontsize>
<fontrotate a=>
</fontrotate>
<mark id=>
</mark>
<repeat id= c=>
```

FIG. 58

DATA STRUCTURE	NUMBER OF BITS	NUMBER BIT STRING OF BITS REPRESENTATION
PES PrivateStream2 packet() {		
packet_start_code_prefix	24	bslbf
stream_id	8	uimsbf
PES_packet_length	16	uimsbf
for (i = 0; i <pes_packet_length; i++)="" td="" {<=""><td></td><td></td></pes_packet_length;>		
PES_packet_data_byte	8	bslbf
{		
{		

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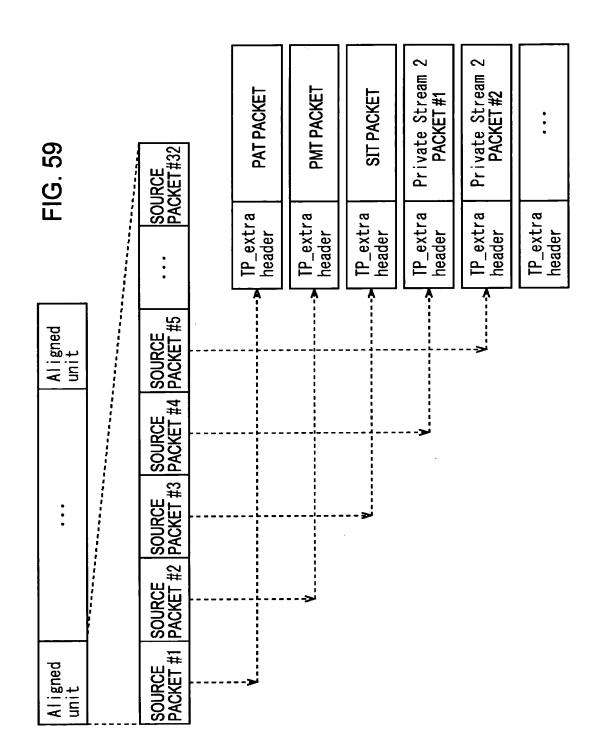


FIG. 60

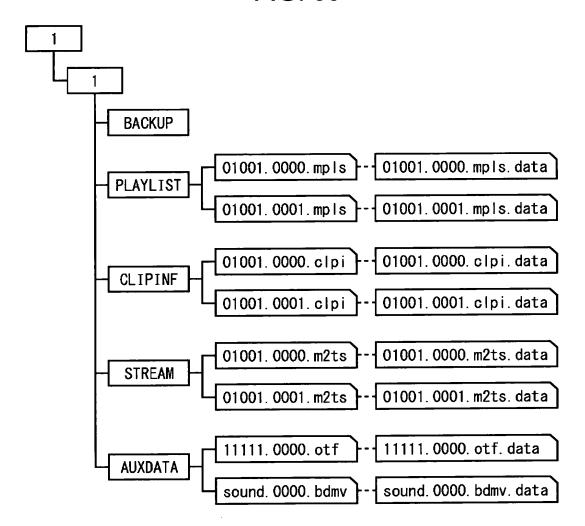
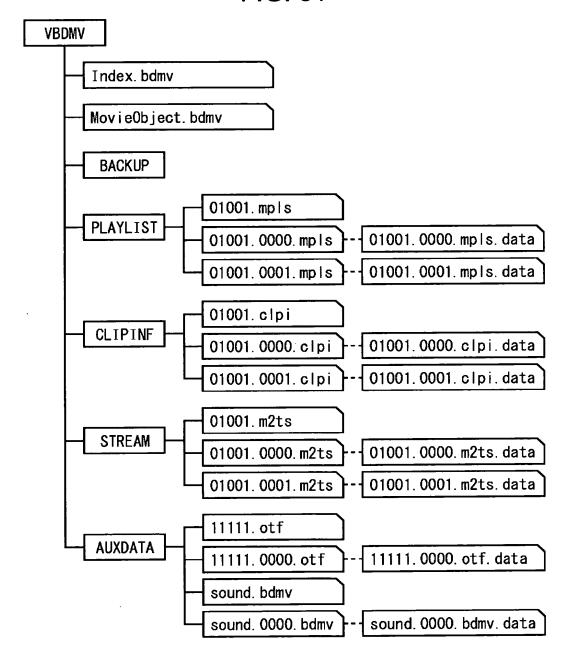
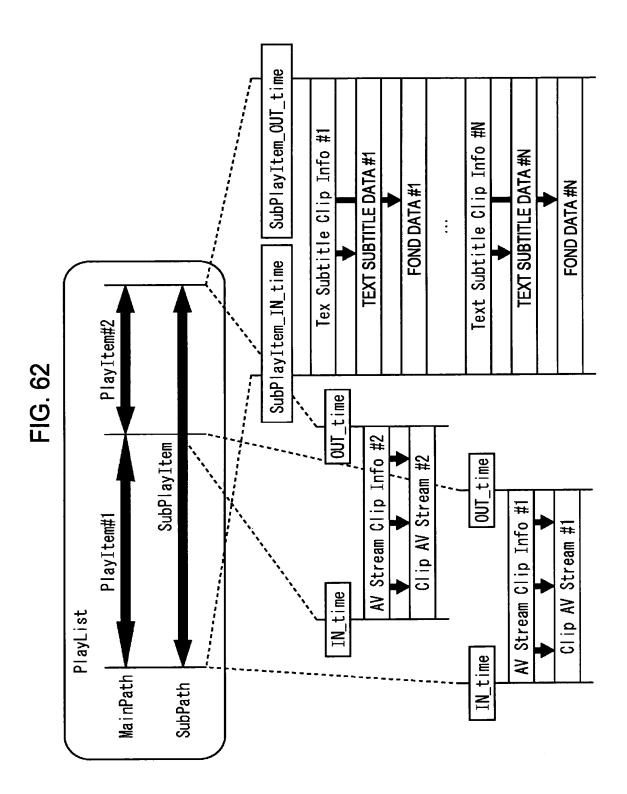


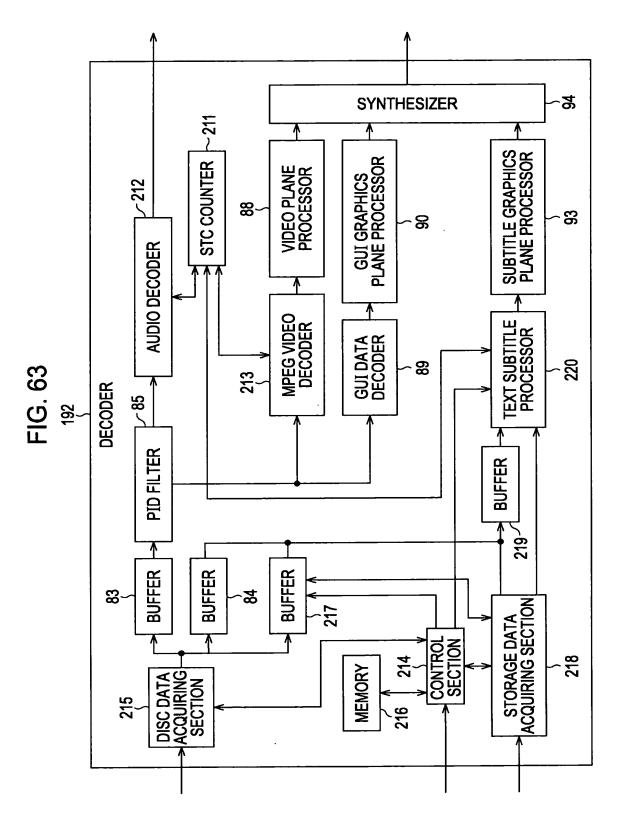
FIG. 61

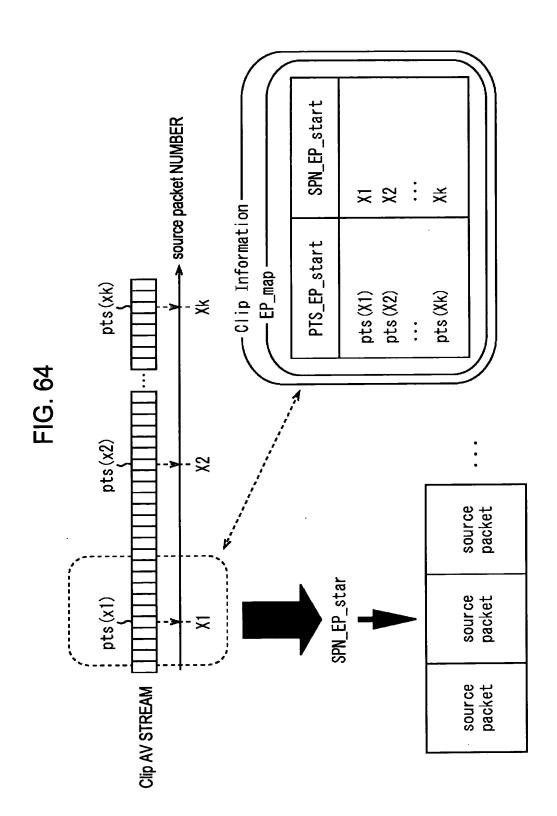


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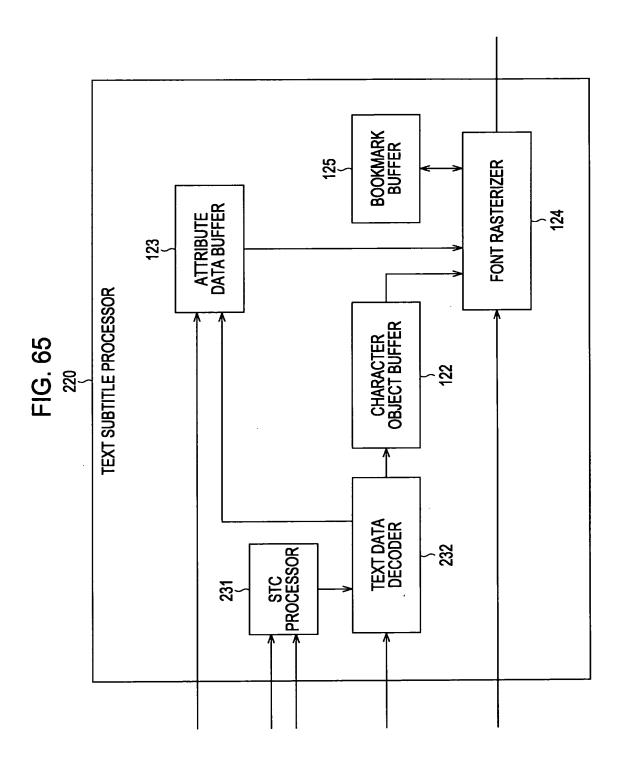




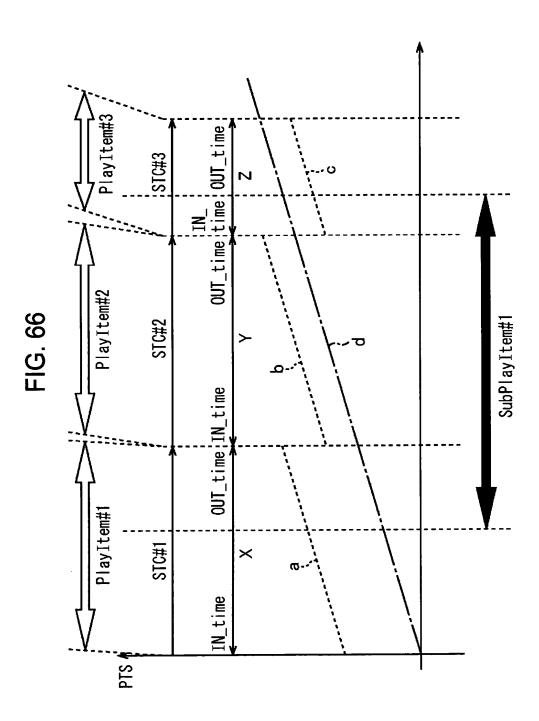


•

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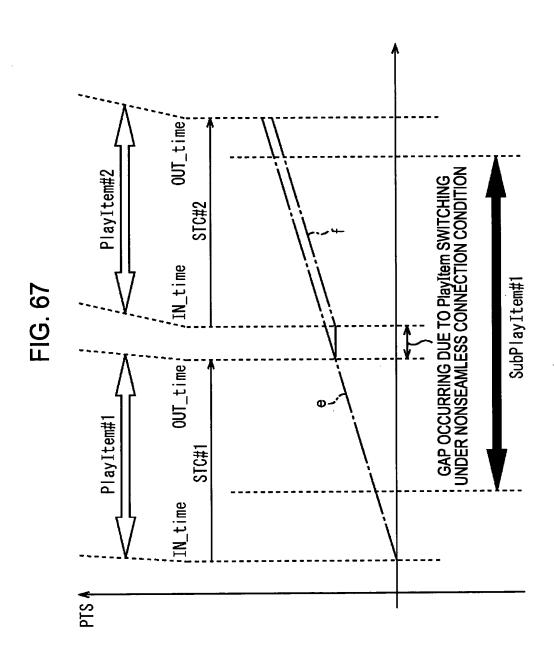


FIG. 68

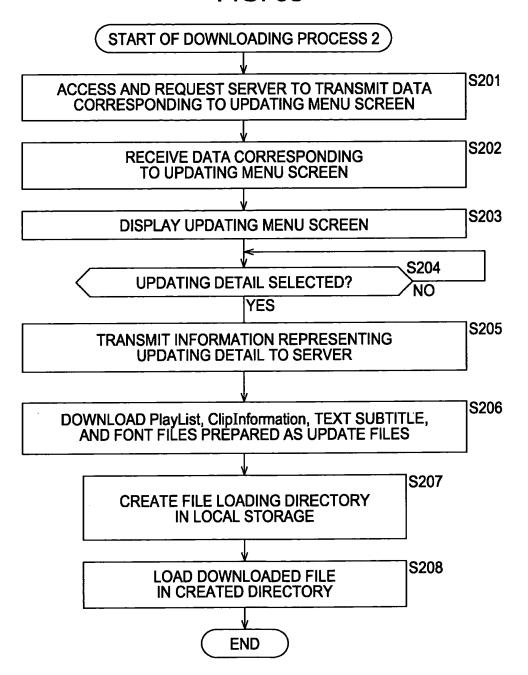
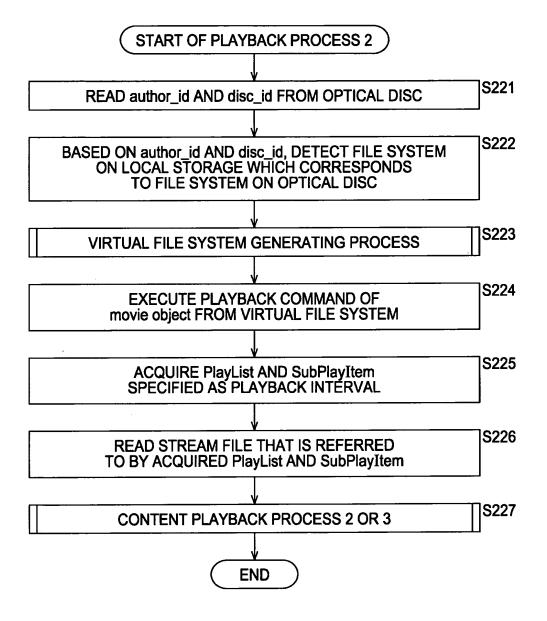


FIG. 69





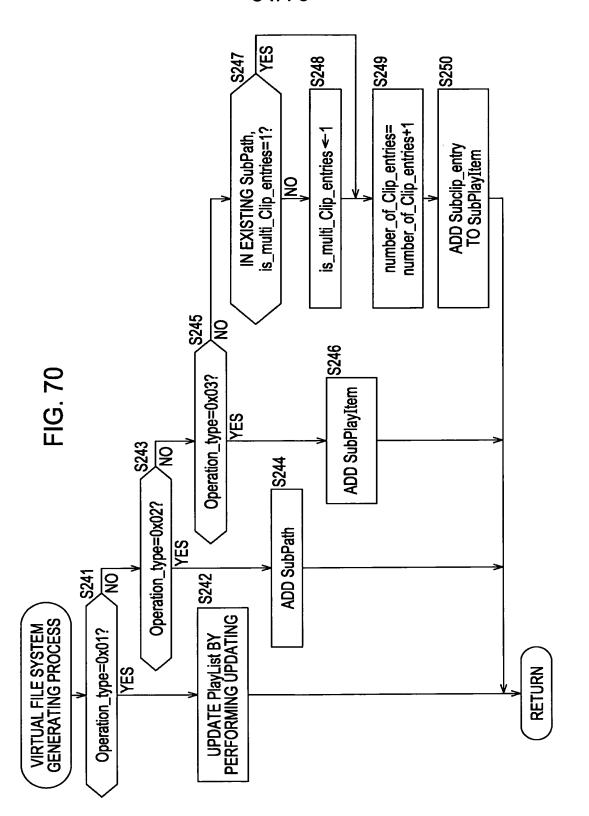


FIG. 71

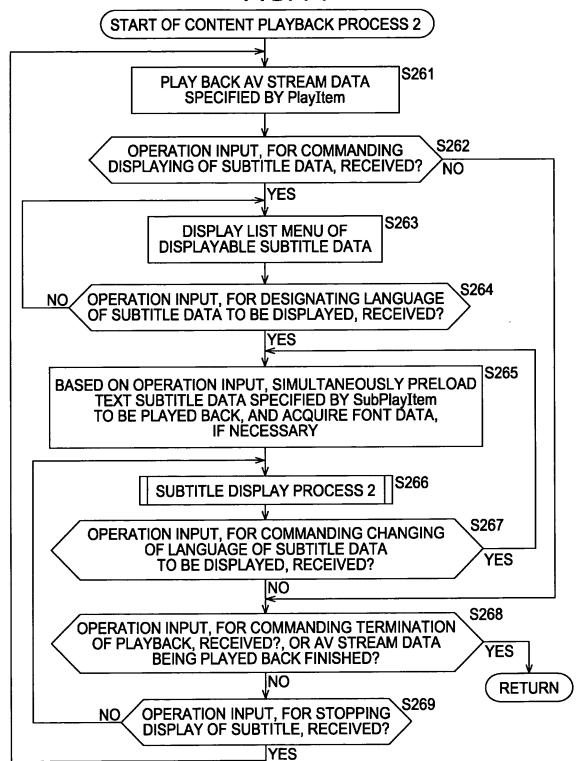


FIG. 72

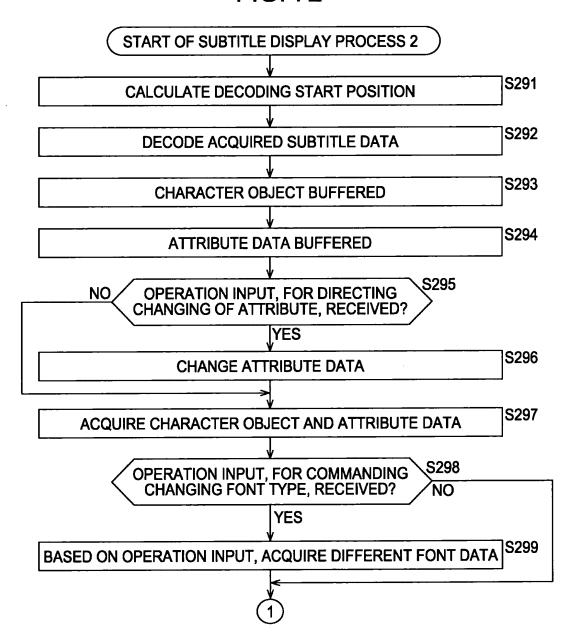
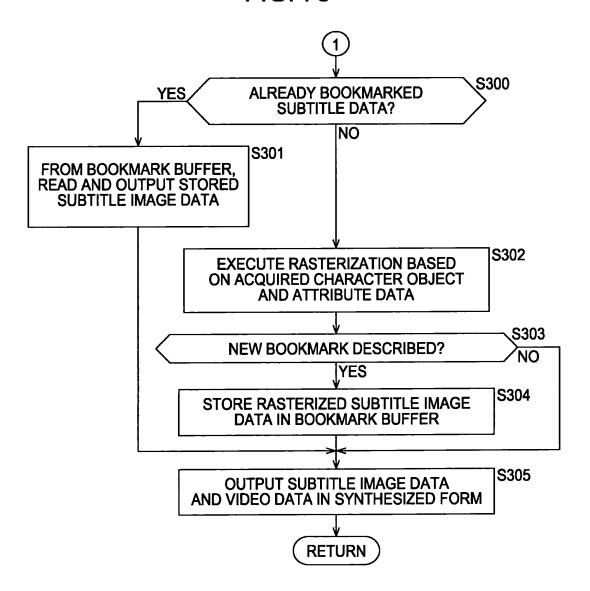


FIG. 73



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### FIG. 74

START OF CONTENT PLAYBACK PROCESS 3

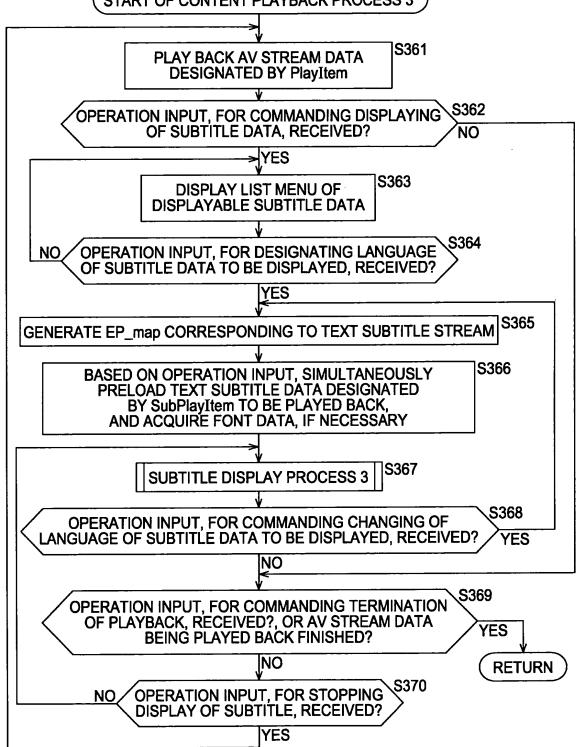


FIG. 75

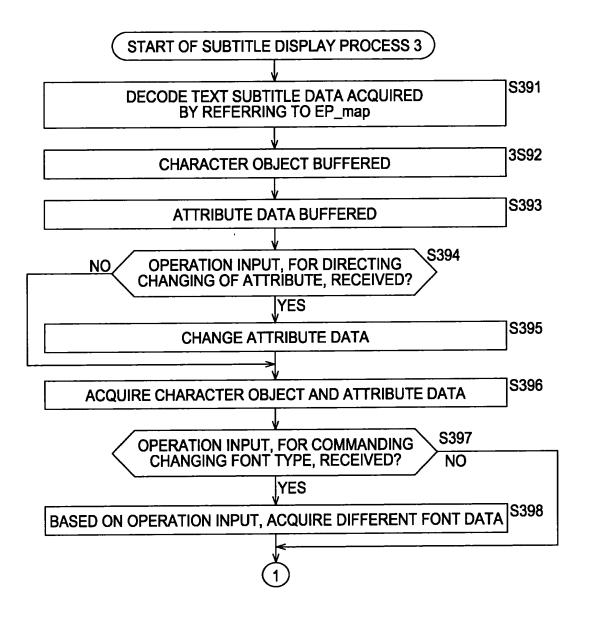


FIG. 76

